

Spell Chain Rulebook

A Guide to Playing Spell Chain

Introduction

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1. About the Game

Spell chain is a player versus player duelling game. The objective is to reduce your opponent's Health Points (HP) down to 0. The first player to successfully reduce their opponent's HP down to 0 wins. Players will reduce their opponent's HP by casting spells and using creative strategies to combo for high damage and counter their opponent's spells. Players start with 20 HP and HP cannot exceed this amount.

2. Things You Need to Play

To play Spell Chain, you will need:

- A deck of 25 cards, that fully adheres to the card limit rules.
- An opponent with their own deck.

It is recommended to play with a playmat that provides visual guidance for the different zones and where to place your card.

The playmat



The Spell Chain Zone is where you place cards when you play them.

The Continuous Zone is where activated Continuous cards are moved to after Spell Chain resolution.

The Summon Zone is where Summon cards are moved to after activation.

The Discard Zone is where discarded and destroyed cards are moved to.

The Deck Zone is where you keep your deck.

3. Game Cards

Spell Cards and Artifacts

All cards are either Spell cards or Artifacts. Cards can be more than just a Spell or Artifact card such as a Continuous Spell, but it will still be a Spell.

Card Seals

Card Seals are on all card that tell you how a card functions and relevant traits it carries. They appear in the bottom right of every card. For example if a card is a Summon, [Fire], or [Continuous]. Below are all the cards tags in Spell Chain:

Spell Card

All brown scroll coloured cards are Spell cards. See below Fireball as an example.



Artifacts

All grey coloured cards are Artifact cards. These cards function similarly to Spell cards in that cards will typically be more than just an Artifact card such as a Continuous Artifact, but it will still be an Artifact. While Artifacts and Spell cards are similar, it is important to always keep in mind whether a card is a Spell or an Artifact, this is because they interact with the game and other cards differently. Cards that target Spells cannot target Artifacts, cards that target Artifacts cannot target Spells, cards that target Cards can target both Spells and Artifacts. For instance, Spells can be negated by Counter Spell, but Artifacts cannot.

Continuous Cards



Continuous cards are considered active immediately upon activation. At the end of the Spell Chain in which they were activated, they move to the Continuous Zone. Their effects remain active as long as they stay in the Continuous Zone.

A player may have up to 3 Continuous cards in their Continuous Zone at a time. If a player activates a Continuous card while already controlling 3, the new card's effect

remains active until the end of the current Spell Chain, then it is sent to the discard pile instead of the Continuous Zone.

Continuous cards can only be removed by a card effect or during the end-of-round reshuffle, when all cards are shuffled back into their owners' decks.

Summon Cards



Summon cards move to the Summon Zone when activated. Their effects remain active as long as they stay in the Summon Zone.

A player may have up to 3 Summon cards in their Summon Zone at a time. If a player activates a Summon card while already controlling 3, the new card is negated and does not enter the Summon Zone.

Summon cards can only be removed by a card effect or during the end-of-round reshuffle, when all cards are shuffled back into their owners' decks.

Ultimate Cards



Ultimate cards are the most powerful cards in Spell Chain. You may only have one ultimate card in your deck at a time.

Fire



A card with the Fire attribute.

Water



A card with the Water attribute.

Counter



A spell allowing you actively intervene with your opponent's strategy.

Heal



A spell that allows you to recover HP.

Strategy



A card that typically does not involve dealing or defending against DMG.

Avoid



A card that allows you to not take DMG.

Dark



A card with the Dark attribute.

Lightning



A card with the Lightning attribute.

Block



A card that allows you to block dmg.

Crimson



A card with the Crimson attribute.

Mercury



A card with the Mercury attribute.

Madness



A card with the Madness attribute. While you have 3 Madness spells in your continuous zone, all your spells are negated.

4. How to Play

Set up

Setting up a game requires two players, each with a deck of 25 cards. Both players shuffle their own decks, then cut their opponents deck. Both players set their HP to 20, typically tracked using a 20 sided dice. Then the game can begin

To determine which player plays the first card of the game, both players roll a 20 sided dice. Whoever rolls the highest number chooses if they go first or second. In the case of a tie, roll again until one player rolls higher than the other.

Spell Chains

After setup is complete, the first Spell Chain begins.

Both players draw 5 cards. The player going first plays 1 card face up in their leftmost card space. The opponent then plays 1 card face up in the adjacent space, as indicated on the playmat. Players continue alternating, playing 1 card at a time, until each player has played 4 cards.

This creates a Spell Chain of 8 cards.

Resolving a Spell Chain

Once the Spell Chain is complete, resolve it in reverse order.

The last card played is activated first. The first card played is activated last.

- **Playing a card** means placing it into the Spell Chain.
- **Activating a card** means resolving its effect during Spell Chain resolution.

After Resolution

After the Spell Chain resolves, all cards used in the chain — and any remaining cards in both players' hands — are sent to their owners' discard piles, unless a card or its Seal states otherwise (such as Continuous or Summon cards).

A new Spell Chain then begins:

- Both players draw 5 cards.
- Players alternate playing 1 card at a time.
- The player who went first in the previous Spell Chain now goes second.
Turn order alternates every Spell Chain.

End of Round

After 5 Spell Chains, both players will have used all 25 cards in their deck. This ends the round.

At the end of the round:

- Both players reshuffle all cards — including active Continuous and Summon cards — back into their 25-card deck.
- Both players cut their opponent’s deck.
- A new round begins.
- Turn order continues to alternate, carrying on from the previous Spell Chain.

There is no limit to the number of rounds. Play continues until one player reaches 0 HP.

The moment a player reaches 0 HP, they immediately lose — even if the Spell Chain is not finished. No further cards are activated, and all ongoing effects stop.

Example: If a card says “Take 2 DMG, then Heal 2 HP,” and you have 2 HP remaining, you lose immediately upon taking the 2 DMG. You do not survive to receive the healing effect.

5. Create your own deck

With over 100 cards to choose from, you can create and customize your own Deck with your favourite spells and artifacts. Every mage will have their own unique Deck of spells, which will let them show that they are the best sorcerer.

The combination of strategy and quick play, makes this an exciting card game for everyone.

Card Restriction List

Card	Allowed Copies
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Fireball	4
Greater Fireball	3
Heatwave	1
Counter Spell	4
Greater Heal	1
Siphon	2
Bring Forth Darkness	1
Rejuvenate	4
Shield Break	2
Decoy	2
Dark Flame	1
Ancient Flame	1
Lightning Bolt	4
Spell Shield	4
Excalibur	1
Enhance Mind	1
Lightning Storm	2
Dragon Lightning	2
Confuse Ray	2
Mana Dampener	1
Summon: Sky Castle	1
Summon: First Hassan	1
Magic Mirror	1
Lazuli Burst Stream	4
Sunlight Spear	1
Twin Dragon Lightning	1
Summon: Beatrix Witch of Calamity	1
Swords of Endolumin	1
Mana Overload	1
Hailstorm	3
Maelstrom	3
Berserk Mind Virus	1
Pyromancer's mastery	1
Atalanta's Arrow	1
Atalanta's Bow	1
Summon: King of Desecration	1
Summon: Faith Knight	1
Water Prison	3
Water Veil	1
Hydro Blade	4
Monsoon	1
Water Wall	2

Summon: Atlantis	1
Aqua Repulsion	3
Cursed Collar of Modeng	1
Summon: Beelzebub	1
Crimson Daggers	4
Crimson Hex	3
Transfusion	3
Summon: Lady Millennia, Blood Progenitor	1
Crimson Counter	2
Progenitor's Chalice	1
Red Eclipse	1
Crimson Bath	2
Crimson Web	4
Summon: Amorphus Blob	1
Mercury wall	4
Mercury Meltdown	1
Create Mercury	4
Unstable Alchemey	2
ShadeCounter	2
ShadeMimic	1
Dagger of Hassan	1
Enchanted Armour	1
Boots of Speed	1
Gauntlets of the Condemned	1
Mithril Sword	1
RepeatingCrossbow	4
Oren's Shield	1
Shield of the Unbreakable	1
Echobasin	1
Pandora's Box	1
Necronomicon	1
Esopheles' Amulet	1
Amulet of Healing	1
Mana Disruption	1
Frenzied Bolt	4
Frenzied Detonation	2
Frenzied Interference	1
Frenzied Embrace	2
Tsunami	1
Drowning Vortex	1
Divine Intervention	2
Divine Judgement	2

Divine Hand Explosive	1
Draining Shield	1
Dark Lightning Bolt	1
DarkHydroBlade	1
Toxic Wave	4
Spread Toxic Plague	2
Toxic Recourse	2
Fester	1
Rip Disease	1
Dicombobulation	2
Divine Omniscience	3
Summon: Pestulent Zombie	4
Densify Mana	1
Summon: Yggdrasil	1
CreateHoleTrap	2
Redirect	2
Meteorshower	1
Boulder	2
Become Earth	1
Focus Mana	3
Collapse the World	1

6. When in Doubt

Should you be unsure of how an interaction between cards should resolve, keep in mind the following:

- Cards are considered played when placed in the Spell Chain, but not activated. Cards are only activated once all 8 cards have been played. Then the played cards resolve in reverse order – the last card played is the first card activated. If a card has not been activated, it's effect is not in effect.
- Summon effects can only be used while the summon card is in the summon zone. If the summon card's activation from the spell chain is successful (i.e. not negated), it is immediately moved into the summon zone.
- Continuous cards effects are in effect immediately after successful activation (i.e not negated). The continuous cards are only moved into the continuous zone after the chain ends.